



## Rules of the Game

There are six rounds in each of BUNCO. The Head Table controls the pace of play by starting each round and ending each round with a ring of the bell, or sound of the horn. The scorekeeper at each table is the first to roll.

Players earn points by rolling the three dice. In each round, players are trying to roll the same number as the round, or the target number (for example; rolling a '3' in Round 3) – sometimes called a mark.

One point is awarded for each target number rolled successfully. For example, rolling a '1', '1', '2' in Round 1 earns 2 points; in Round 2, the same roll earns one point. In Rounds 3 through 6 the roll earns no points.

Five points are awarded for rolling three of a kind of any number except the current target number. For example, rolling '5', '5', '5' in Round 3 earns 5 points. This is called a 'mini-BUNCO' (sometimes called baby BUNCO, non-BUNCO).

BUNCO! is called when rolling 3 of a kind of the target number. For example, rolling '3', '3', '3' in Round 3 is a BUNCO! Rolling BUNCO is worth 21 points, but the player has to yell it out to get credit for it and continues their turn.

The player rolls as long as they score one or more points. When they fail to roll the target number on any of the dice or a mini-BUNCO, the dice are passed to the player on the left. The scorekeeper records the cumulative score on the Table Tally as the temporary team score.

The Round is over when the HEAD table reaches 21 points. They ring the bell and the round is over for the entire room. Play at ALL tables stops as soon as the bell sounds – the player rolling the dice finishes their turn, rolling until they do not hit a target number. Scores at other tables may equal an amount higher or lower than 21.

Ties in the round will be decided by continuing to roll. The first person/team to roll the target number wins the Round.

Highest score determines the winning team – Winners write a **W** in the box that corresponds with the Round they just completed. The Losers write an **L** in their box.

At the end of each round, the winner's stay and the losers walk to the next table clockwise from A to B, from B to C and from C to A. The winners stay at the table but one winner must move seats to have a new partner. The winners and losers cannot have the same partner in consecutive rounds.

☆ **Remember – Losers walk and Winner's talk.**

Players keep track of their scores on their own individual BUNCO Score Card.

When a player rolls a BUNCO, that player should mark a line in the BUNCO box on their individual scorecard. Only the player that rolled the BUNCO gets credit on their individual scorecard. The player's teammate does not mark their scorecard. The team gets 21 points on the Tally Sheet.

When a player rolls a 'mini-BUNCO', that player should mark a line in the mini-BUNCO box on their individual scorecard. Only the player that rolled the mini-BUNCO gets credit on their individual scorecard. The player's teammate does not mark their scorecard. The team gets 5 points on the Tally Sheet.

At the end of all BUNCO Sessions, all players total their **wins, losses, BUNCO's** and **mini-BUNCO's** on their individual scorecards. Be sure to write your name on your individual score card!

We will be awarding the winners their prize money immediately at the end of the event. Stay in your group!

**THANK YOU FOR COMING  
AND HAVE FUN!**

General Information –

\*Beverages will be on sale during the event. Check out some of the fun specials!

\*Random Drawings during all breaks